MS SAGA™

A NEW DAWN™

EVERYONE 10+

E 10+

CONTENT RATED BY ESRB

BANDAI®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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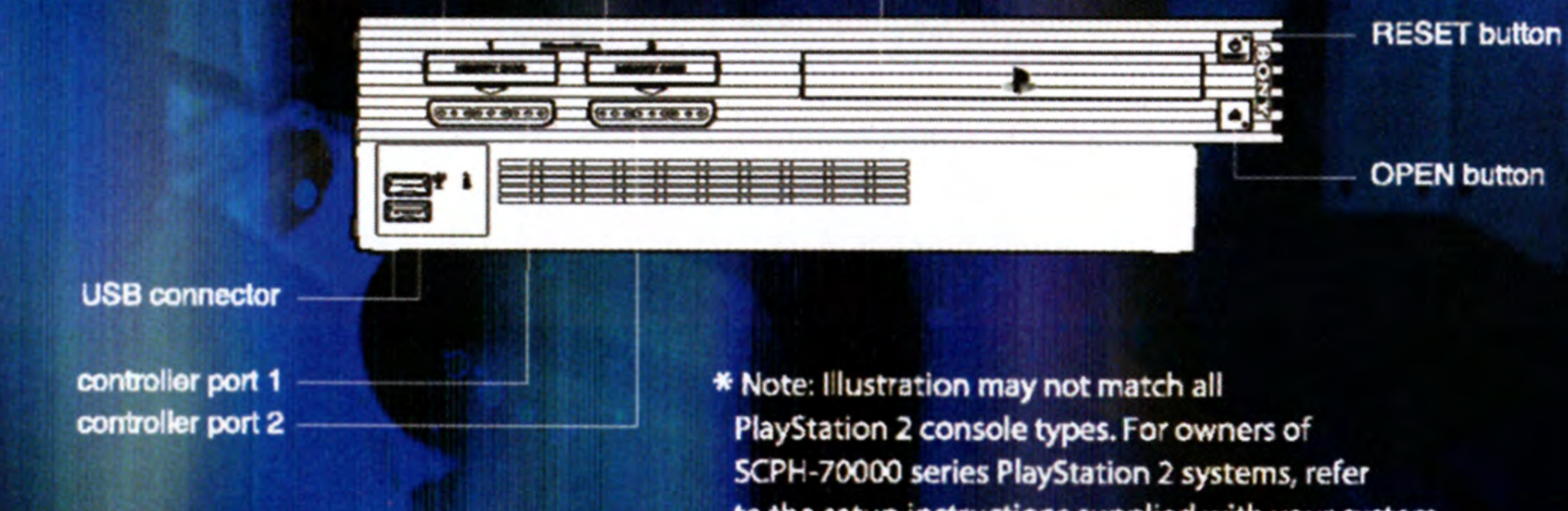
Getting Started



* Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the MS Saga™ A New Dawn disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

Note: Do not insert or remove a memory card (8MB)(for PlayStation®2) while the game is checking for save data, saving, or loading a save file.

Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

Starting a Game

Press any button at the Title Screen to access the mode select options. You have two choices: New Game and Load Game.

New Game

Start a new game from the beginning.

Load Game

Load previously saved game data and resume play from your last save point.

Loading a Save Game

If choose “Load Game,” you will you asked to select which MEMORY CARD slot holds your memory card (8MB)(for PlayStation®2) save data. Once a slot has been selected, the save data file names will be displayed. The file names will display your character level, piloted MS, save point location and playtime. Use this information as a reference when choosing the save file to load in order to pick up your game from your last save point.

Starting Up

Saving a Game

When saving your game, choose the MEMORY CARD slot that has the memory card (8MB)(for PlayStation®2) that you would like to save to, select the save location and press the ⊗ button to confirm your choice. A saved game requires 94 KB of free space.

Note: In this game, you can only save at inns in town or at save points in dungeons. In dungeons, touching a save point will heal all your Mobile Suit's HP, as well as allow you to save your progress.

Prologue

It is the world of the far future.

In a technological revolution, the ultimate machine was created:
The "G System."

This device allowed for the basic concept of fusion and transformation of energy and materials so that anyone who had the blueprints could create anything they desired.

Those who used it would eventually become gods or demons… The men who controlled the system wanted to create a new world. But what the "G System" produced was merely a nightmare that drove the world to ruin. People called this "The Great Fall."

The small portion of humanity that survived, in order to reconstruct, had no choice but to use the abominable "G System." Learning from the mistakes of the past, humanity put the "G System" to strictly practical use, and gradually restored a stable society...

One day, a mysterious black Mobile Suit destroyed an orphanage. Only two survived, a young boy named Tristan and his lifelong friend Fritz. These two unlucky survivors swore to take revenge for their teacher and friends. In order to gain the power to accomplish this, Tristan and Fritz must find their own "Mobile Suits," and travel to find the forbidden "G System." A grand and dangerous adventure begins…

Controls

Basic Controls

Movement	Left analog stick or directional buttons
Interact / Scroll Text / Select Menu Item	⊗ button
Cancel / Scroll Text	○ button
Bring up Main Menu / Display Battle Status	△ button
Move Cursor / Hightlight Menu Item	Left analog stick or directional buttons ⇧⇩
Cancel Equipment Settings	□ button
Cycle Character Display Menus	L1 and R1
Page Scroll Function	L2 and R2
Rotate MS (while in Status / Customise creen)	Right analog stick
Display Map Screen (while on field or in Dungeon)	SELECT button

Event Scene Controls

Pause Event Scene	START button
Skip Even Scene	△ button
Continue Event Scene	○ button

Note: By pressing START button, SELECT button, R1, R2, L1 and L2 simultaneously, you can perform a soft reset and return to the title screen. Doing so will cause you to lose any progress that has not been saved.

Note: Do not insert or remove a memory card (8MB)(for PlayStation®2) while the game is checking for save data, saving, or loading a save file.

Introduction

What is "MS Saga: A New Dawn"?

"MS Saga: A New Dawn" is an RPG in which you control a MS (Mobile Suit) to fight against other, enemy Mobile Suits. Assuming the role of the protagonist, Tristan, you will travel to save your ruined world. Strong enemies await you along the way, but you will have your own allies to help you. This is the beginning of a new legend.

Starting a New Game

Pressing any button at the Title Screen will bring up the Mode Select options. To continue, select "New Game" to display the Name Input Screen and enter a name for your protagonist.

Inputing your Name

Enter a name for the main character
Tristan
A B C D E F G H I J K L M N O
P Q R S T U V W X Y Z
1 2 3 4 5 6 7 8 9 0
Upr Case
Lwr Case
#/Symbol
Delete
Enter
button Input L1/R1 button Move Cursor
button Delete L2/R2 button Change types START button Done

You can choose to leave the name of your hero as "Tristan" or input one of your own. Use the left analog stick or directional buttons to move the cursor around the keyboard and press ✕ to input each letter. To delete highlighted letters in the name field, press □. To move the cursor left or right in the name field, press L1 and R1. To quickly cycle through keyboard input types (Upper Case, Lower Case, # / Symbols), press L2 and R2. When you're ready, press START to begin the game. Once you've entered your name, you will be given a message asking to confirm the name you inputted. If you choose "Yes," the game will begin. Once the game has begun, the opening animation will play, and the event scene will begin.

Playing the Game

In MS Saga™ A New Dawn you will battle the enemy and adventure across a vast world. When not battling enemies, you are in the Field Screen, exploring dungeons and visiting towns. When you encounter an enemy, the game shifts to the Battle Screen, where you fight against attacking Mobile Suits and other hostile targets.

The Field Screen

Move your character around the Field Screen with the left analog stick. By pressing lightly on the left analog stick, your character will walk slowly. By pressing the left analog stick hard, your character will run.

Note: You can also use the directional buttons to move around the screen. Holding □ in conjunction with the directional buttons will cause your character to run.

To examine or interact with an object or item, as well as speak to an NPC, press ⊗.

• Encounter Radar

As you explore your surroundings, the Encounter Radar located in the top left corner of the screen will go from blue to yellow to red. As the color changes, it indicates that more enemies are drawing closer, and that it is more likely that you will be drawn into battle.

Note: You will not encounter enemies while visiting towns.

• Area Map

Found in the bottom right corner of the screen, the yellow arrow marks your character's Mobile Suit location and direction. The red circles indicate towns and dungeons. To enter a town or dungeon, just walk onto them.

Playing the Game

The Main Menu

To pull up the Main Menu while in the Field Screen, press △. You can execute numerous functions from the Main Menu. Move the directional button or left analog stick ⇧ and ⇩ to move the cursor, and press ○ to execute the chosen command. Press ✕ to close the Main Menu and return to the Field Screen.

In addition to the various functions, you can also view the amount of money (Credit) you currently possess, as well as the amount of time you've been playing. This information can be found in the bottom left corner of the screen.

Items

Choose "Items" to use items you are presently carrying. Use the directional buttons or left analog stick to move the cursor over the item you want to use, and then press ✕ to use it. In addition, while in the Item Menu, you can press △ to change the order of items.

Technique

Choose "Technique" to use techniques that your characters have acquired. Move the cursor over the character whose technique you would like to use and press ✕ to bring up a screen where you can choose from that character's acquired techniques. In the Technique Selection Screen, press L1 or R1 to switch between characters.

Equip

Choose "Equip" to select and change the equipment on your mobile suits. (You cannot change parts from this screen – for more information, see page 13)

Status

Choose "Status" to view the Status Screens for your pilots and Mobile Suits (for more information, see Character Status, page 12)

Switch

Choose "Switch" to change your characters' party positions. Select the character whose position you would like to change, then select the character whose position you would like them to swap with. (Once there are more than four members in your party, only the first three characters can enter combat).

Config

Choose "Config" to change various game settings of the game. From this menu, you can change settings of certain game elements. Move the directional buttons or the left analog stick ⇧ or ⇩ to move the cursor over the item you would like to change, then ⇦ or ⇨ to change the setting.

• Message Speed

Change message speed between three different levels: Slow, Normal and Fast.

• Defense Button

Choose a button configuration to be your shortcut for the battle command "Defend." Just press the button you would like to set (select from □, L1, and R1) to select your "Defend" command. (for more information, see page 20)

• Charge Button

Choose a button configuration to be your shortcut for the battle command "Charge." Just press the button you would like to set (select from □, L1, and R1) to select your "Charge" command. (for more information, see page 20)

• Switch Button

Choose a button configuration to be your shortcut for the battle command "Switch." Just press the button you would like to set (select from □, L1, and R1) to select your "Switch" command. (for more information, see page 21)

• Cursor Memory

Choose whether or not you would like the game to remember your previous cursor location. If you select "Memory," it will remain on the command where your cursor location was previously.

Playing the Game

• Guide Map

Choose whether you would like the Guide Map to be displayed on the Field Screen.

• Sound

Choose between Stereo and Monaural.

• Reset Settings

Highlight "Settings" and press ⊗ to reset all of the Config options to their default settings.

• OK

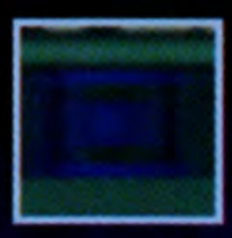
Highlight "OK" and press the ⊗ to exit Config Screen and return to the Main Menu.

The Map Screen

While in the field or dungeon, press the SELECT button to pull up the Map Screen. In dungeons, you can press L1 to zoom in and R1 to zoom out. In addition, you can use the directional buttons or left analog stick to scroll around the Map. In dungeons, you can see areas you have already visited. To exit the Map Screen and return to the Field Screen, press ○.

Player

Dungeon



Town

Playing the Game

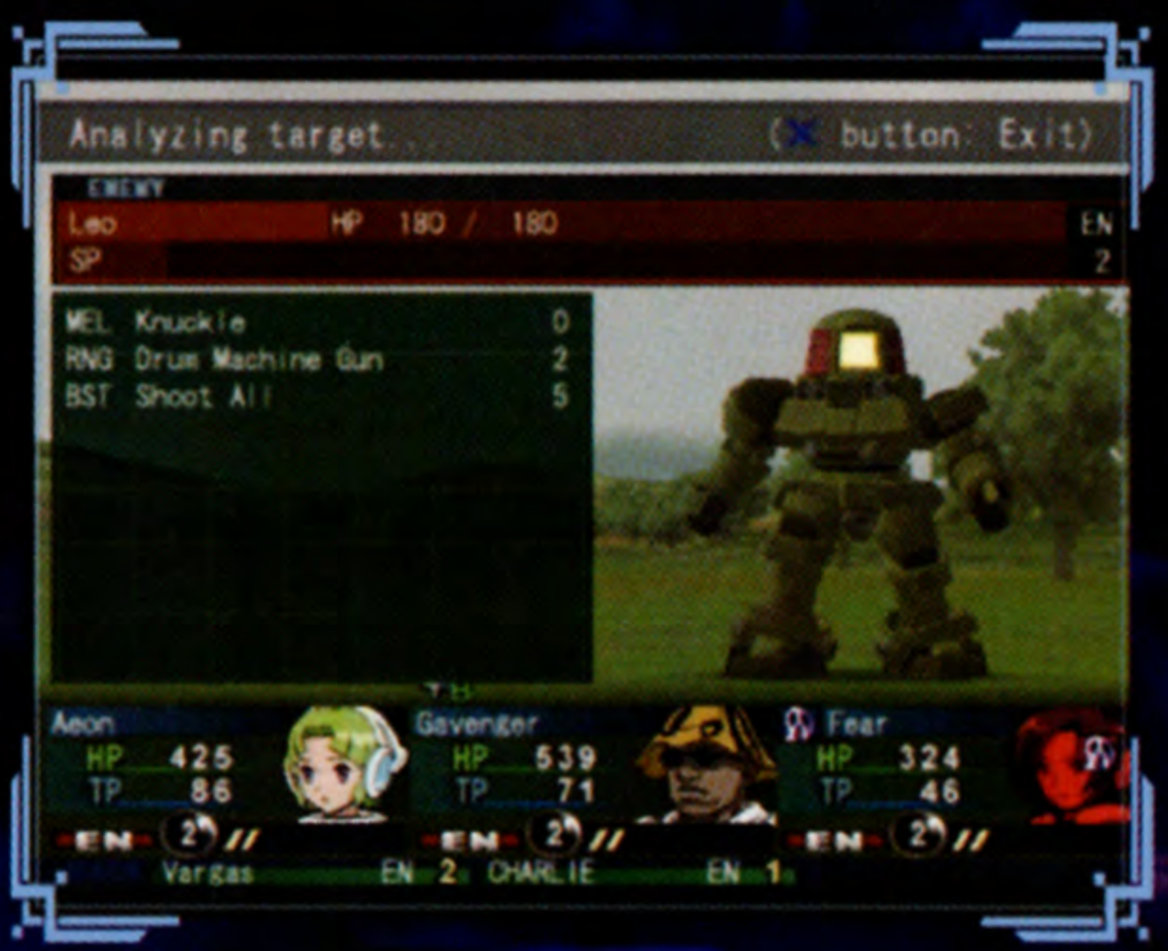
Player

Gate

Save Point

Character Status

The Status Screen



To view your characters' status, press △ while in the Field Screen, highlight "Status" and press ✕, then select a character you want to view and press ✕ to access the Status Screen. The Status Screen consists of four sub-menus. Press ✕ or the directional buttons ⇨ or ⇦ to cycle through them.

Note: You can also press L1 or R1 to choose between the status displays of other characters in your party.

Character Status

Page 1 - Basic Attributes

Displays the basic attributes of the character and Mobile Suit (MS).

• Character Status

1: Character Name
2: Current Technique Points/ Max Points
3: Level
4: Experience Points
5: Experience needed to reach next level
6: Melee attack — Affects the power of melee attacks
7: Ranged attack — Affects the power of ranged attacks
8: Reflexes — Affects turn order in battle
9: Skill — Affects effectiveness of MS techniques
10: Mind — Affects effectiveness of character techniques

• Mobile Suit (MS) Status

11: The name of the MS you're piloting
12: Your MS's current HP (Armor)/Max HP
13: Your starting EN in combat
14: MEL — Affects the power of your melee attacks
15: RNG — Affects the power of your ranged attacks
16: ARM — Defense
17: SPD - Speed

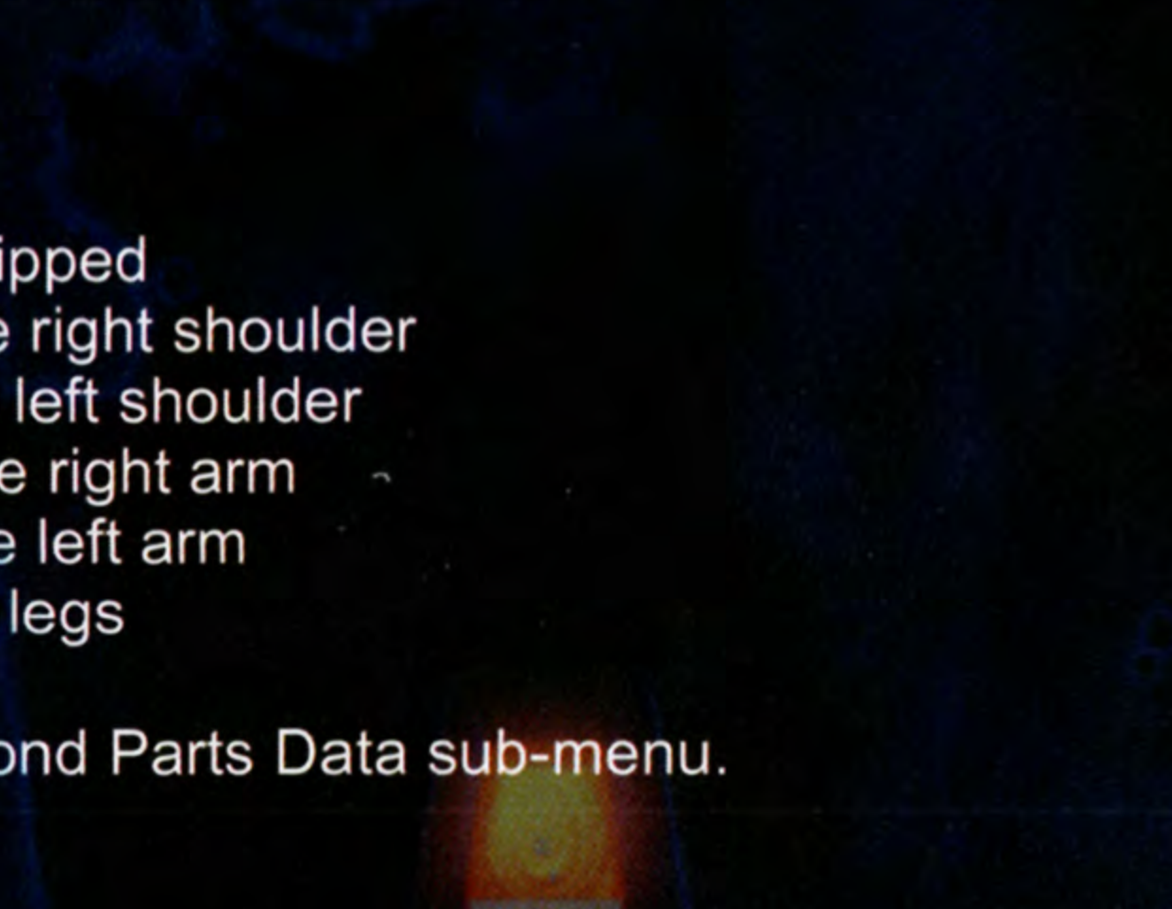
• Equipment Parameters

18: Weapon property & name
19: Attack power
20: EN consumed
21: Mod Level — Each item's level up cost
22: DUR+ — HP upgrade level
23: ATK+ — Attack power upgrade level
24: MOB+ — Movement upgrade level

Character Status

Page 2 - Mobile Suit

Displays your Mobile Suit's detailed status.



• Mobile Suit Status

1. MS Name
2. Present HP (Armor)/Max HP
3. Starting EN in combat
4. MEL — Affects the power of melee attacks
5. RNG — Affects the power of ranged attacks
6. AMR — Defense
7. SPD — Speed

• Parts Data 1

8. BODY — Your basic MS's body
9. OPT — Optional parts while equipped
10. R-SLD — Parts equipped to the right shoulder
11. L-SLD — Parts equipped to the left shoulder
12. R-ARM — Parts equipped to the right arm
13. L-ARM — Parts equipped to the left arm
14. LEGS — Parts equipped to the legs

Note: Press △ to switch to the second Parts Data sub-menu.

• Parts Data 2

15. MEL — Equipped part's melee attack bonus
16. RNG — Equipped part's ranged attack bonus
17. AMR — Equipped part's defense bonus
18. SPD — Equipped part's speed bonus
19. HP — Equipped part's HP bonus
20. SP (Special) — Equipped part's effect type

Character Status

Page 3 - Techniques

Displays a list of techniques your character has learned.

Note: The Techniques' effects will not be displayed on this screen. To see their effects, select the "Technique" option from the Main Menu.

1. Technique name
2. TP required

Page 4 - Boost Attacks

Displays the list of Boost Attacks your character has learned.

1. Boost Attack's name
2. EN required
3. Boost Attack's effect
4. Equipment needed to use

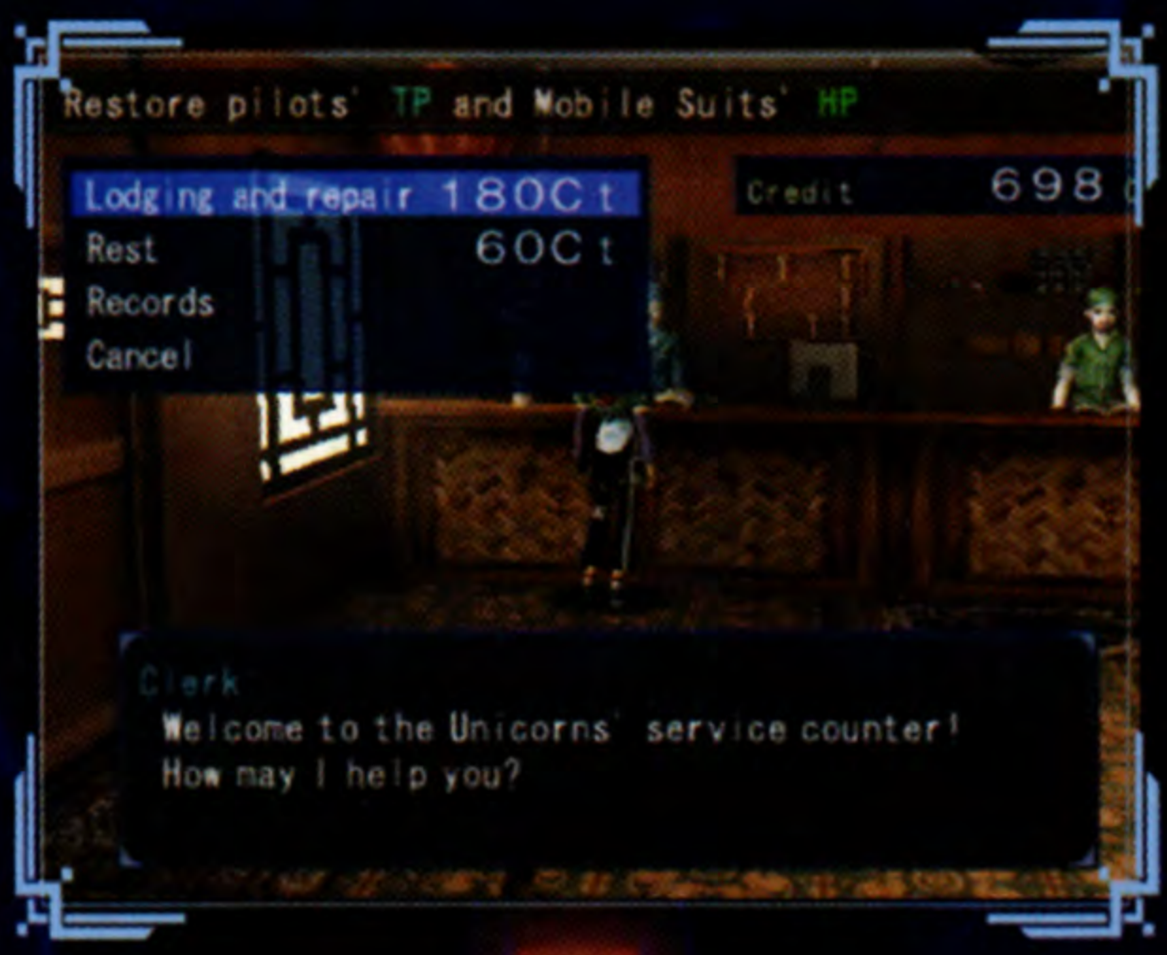
P4 Boost Attacks (button: Change/ button: Next)
CHARLIE EN Effect
Boost Attack 4 Powerful slashing attack Swd/Axe
Bakunetsu-Ken 4 Heat-inducing punch Fist
Power Charge 5 Armor-piercing attack Swd/Lnc
Counter Zone 5 Intercepts melee attacks Melee
Mega-Slash 6 Powerful slashing attack Swd/Axe
Double Arms 6 Fires both arm-attached Arm-Rngx2

Towns and Shops

When you enter a town, your characters will automatically exit their MS's to explore their surroundings. By walking up to a door you can enter buildings, storefronts and inns. You can also talk to people by approaching them and pressing ⊗.

Service Counter

Here, you can pay money to receive healing. You can choose from three options: "Lodging and Repair," "Rest," and "Records." No matter which option you choose, you will be able to save your progress.



Lodging and Repair

An expensive option, this restores your MSs' HP and characters' TP fully, while healing status effects, such as Injury and Acid.

Rest

A cheaper option, but only restores characters' TP.

Records

Lets you save your progress.

Note: You can only save at inns in town or at Save Points in dungeons. In dungeons, touching a Save Point will heal all your MS's HP, as well as allow you to save your progress.

Towns and Shops

Maintenance Counter

Here, you can upgrade and change your MS's parts.

Upgrade MS

For a price, you can upgrade your MS and make it stronger. Select the MS you would like to upgrade, then select the part you would like to make stronger. The higher the level you want to raise it, the more expensive the upgrades become.

Parts Set

Substitute different parts you've acquired. Choose your MS, then choose that section's parts you want to change. Next, select which part you want to exchange with from the available list, and you'll swap your currently equipped part for the new one. Also, if you press START, you can perform an "Autoset," which automatically distributes your parts for you.

Color Change

Change the color of your MS. Choose your MS, the part you want to change, and then choose the color you want to make that part from the available list. If you choose "All," then you can change all the machine's parts at once.

Change Name

You can change your MS's name. Highlight and choose your MS, and you will enter the Name Change Screen. The controls here are the same as the Name Input Screen from the beginning of the game (for more information, see page 6).

MS Pilot

Change which MS your character rides in. Highlight and choose your MS, then choose the MS you want to move your character into.

Towns and Shops

Shops

The money (Ct) that you earn in battle can be used to buy items and parts. There is three kinds of Shops found throughout the world: the Item Shop, the Weapon Shop, and the Information Shop. To purchase an item, weapon or information, highlight what you want to purchase, press ⊗, and then use the directional buttons or left analog stick ⇧ and ⇩ to select the amount you want. Press ⊗ to confirm your choice and select "Yes" to complete the transaction.

Item Shop

Buy and sell items. Depending on the town, some of these stores may also sell MS parts.

Weapon Shop

Buy and sell weapons for your MS. Move your cursor over a weapon and press △ to check the weapon's shape (for more information, see page 18).

Underground Facilities

Enter a passage to the underground facility and you will be shown a decision screen. You can choose to go two places in the underground facility: Mobile Suit Hangar and Mini G System.

• MS Hangar

Examine your MS in the hangar.

• Mini G System

You can use one of the ECAP(S)es that you are carrying to create items and parts.

Equipping Weapons

You can equip weapons using the "Equip" command in the Main Menu. Press △ to pull up the Main Menu, highlight "Equip," press ✕, and then select the character you want to equip and press ✕ a second time. The space you have for equipment varies depending on the Mobile Suit, and the weapons you select can only be equipped if they can be placed within the limited space of the equipment grid based on the weapon's shape and size.

Move Cursor	Left analog stick or directional buttons
Display Inventory	△ button
Grab and Place weapon with cursor	✕ button
Remove Weapon	□ button
Auto Equip	START button

To equip a weapon, first press △ to bring up the Inventory menu then select the weapon you want to equip and press ✕ to pick it up with the cursor. Drag the weapon over to the available space in the equipment grid and press ✕ to place it. The weapon can be equipped as long as the weapon can fit within the allotted space.

To change the location of a weapon piece, move the cursor over it and press the ✕ button. You'll grab hold of the weapon piece so that you can put it back into any open equip space.

Arm-equipped weapons and shields can only be equipped one apiece for the left and right arms. If you try to equip another weapon while one is already equipped, the one will just be swapped for the other. There are also some special arm-equipped weapons, and some that cannot be used together.

Note: You can also press the START button to Auto Equip weapons. You can choose whether you want to focus on melee combat or ranged combat.

Combat

When you encounter enemies while moving around the field or a dungeon, a battle will commence. In addition, dungeons have some enemies that are set in a certain place to block your path. These enemies are displayed with a red or yellow marker, and if you touch them, you will automatically enter combat.

The Combat Screen

Battle Commands

You have eight battle commands at your disposal, which are displayed on a 2-page menu. Battles are carried out in a traditional turn-based fashion and the battle commands you select on your turn will determine each of your party members' actions. Before you decide all your commands, you can press the ○ button to cancel your decision and go back to the last party member you issued a command to. The battle command menus are divided into two pages. Use the directional buttons ⇦ or ⇨ or the left analog stick to switch between these pages. In addition, you can use settings in the "Config" menu to input shortcuts to these commands.

- **Menu 1 - Fight**

Use a weapon to attack a single enemy. Select an equipped weapon from your list, then choose the opponent you want to attack. A certain amount of your EN will be consumed depending on what weapon you use.

Combat

• Menu 1 - Boost

Boost skills are a character's powerful, fixed ultimate abilities. They're not only for offense, but can have a wide range of effects, from defense to enhancing abilities. Boost skills also consume a lot of EN, so you can't use them too often.

Boost techniques consume a great deal of EN, so managing your remaining EN is the key to victory in battle. EN can be restored with items and techniques, but it will also recover automatically at the beginning of a new turn.

• Menu 1 - Technique

Using a Technique will consume TP. Select the Technique you want to use, then choose the enemy or party member you want to use it on. Techniques can have various effects, and will be learned as your characters gain levels.

• Menu 1 - Item

Displays a list of Items you can use. Choose an Item from that list and then the enemy or party member you want to use it on.

Many important items are hidden in treasure boxes in dungeons and towns, so make sure you investigate them all. You may need items like "Hacking Tools" in order to get to some of them, so it might be a good idea to make a list of treasure boxes you can't open at a given time. Some treasure boxes are also hidden in hard-to-find places on the Map. Check and search every place you can as you may find unexpected treasure.

• Menu 2 - Defend

If you Defend, you'll only take half damage from the enemies' attacks. Defending also doesn't consume any EN, so it's an effective technique to save EN.

• Menu 2 - Charge

Adds an extra EN to your charge. This is in addition to the EN you recharge at the end of your turn, so all together you will get an extra +3 EN at the beginning of the next turn, which can be used for Boosts.

- Menu 2 - Switch

Switch a combat-ready party member with a back-up member or add party members.

- Menu 2 - Retreat

Consume all your EN to run away. The more EN you have stored up, the better your chances of getting away. If even one member of your party manages to run away, your entire party will be able to escape the battle.

If you meet up with an unexpectedly powerful enemy, you may have a hard time running away. In these cases, use "Charge" for a few turns to gather EN, then use "Retreat," to raise your chances of running away.

The Status Window

Your HP, TP, and EN remaining to perform boost skills are shown in this window, which is displayed along the lower half of the battle screen. Also, if your character has fallen prey to any status ailments, the entire window will change. Status ailments can be cured with Techniques and Items.

Note: for more information on Status Ailments, see Battle Tips, page 24.

Combat

Confirming Enemy Actions

When in battle, a list of enemies and their action patterns will be displayed in the top right corner of the Battle Screen. In this window, you can see your enemy's planned actions, which allows you to choose your characters' actions accordingly. You can even see enemy attack patterns while choosing targets.

MEL — Melee attack
RNG — Ranged attack
DFN — Store, Defend
BST — Boost Skill
TEC — Use Technique
ECT — Does not take action

Detailed Status Display

If you press △ while selecting your battle commands, you can view the status of your entire party. Pressing △ a second time will pull up detailed enemy data for each enemy on screen.

At first, you will not be able to view much of your enemy's data, but if you use the technique "Analyze" or the item "X-Ray Scope," you can find out more detailed information about them. However, there may be some boss class enemies that are immune to these techniques.

Melee Attacks and Counterattacks

If you perform a melee attack against an enemy, the enemy will perform a counterattack, unless they have taken the "Defend" or "Charge" action. At the same time, your own party members will also not get a counterattack if they perform these actions, so be careful. There are also certain boost skills that won't let you counterattack.

Combat

Actions & Counterattack capability

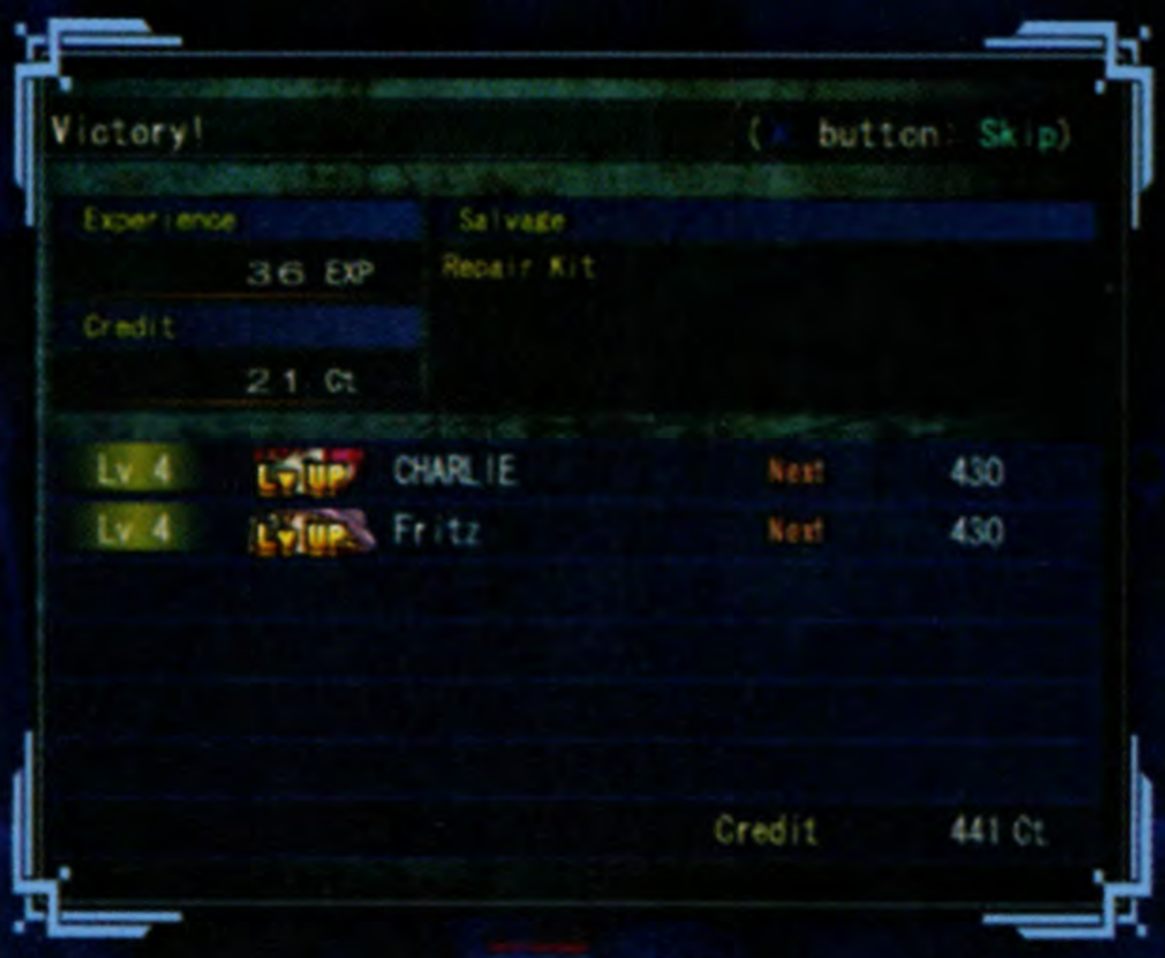
Melee — Can Counter
Ranged — Cannot Counter
Boost Skill — Depends on the skill
Technique — Can Counter
Item — Can Counter
Defend — Cannot Counter
Charge — Cannot Counter
Retreat — Cannot Counter

Victory Screen

If you are victorious in battle, you will be taken to the battle victory screen. This screen displays important information, which includes Experience gained, Credits gained, Items gained, Immobilized party members, Credits earned, and Experience needed to level up.

Character Growth

Once a character reaches a certain amount of experience, he will level up. When he has gone up a certain number of levels, he will learn new boost skills and techniques. When he levels up, he will also get a random increase to each of his parameters. Back-row members will also gain experience, but unconscious characters do not.



Loss Conditions

If each of your three main members is immobilized, you will see the game over screen. Make sure to pay attention to your party members' HP, and save your game often.

Battle Tips

1. Read your enemies' actions!

On the upper right of your screen, the enemy's attack patterns will be displayed. If you make sure to check them, you can read your enemy's actions. If your enemy's attack pattern is "ETC," then there is no chance of being counterattacked, and you can use melee attacks freely. If it's "BST," you'll have to be careful of the enemy's attack and should most likely defend against his coming powerful Boost attack.

2. Understand the properties of melee attacks.

If you use powerful melee attacks on an opponent who can't counter, you can deal devastating damage in a single attack.

3. Heal status ailments as soon as possible.

If you receive a status ailment attack, you will receive one of the following disabling statuses. When going to a place where enemies have these kinds of special attacks, make sure you have lots of items and parts that can heal status ailments.

MS Status Ailments

- **Heat**

  Your MS has overheated, and cannot use attacks or Boost skills. This status lasts three turns, and heals automatically after combat is over.

- **Acid**

  Acid has gotten into your MS, and it will lose 20% of its HP every turn. It also takes effect as you move, decreasing your HP as you travel certain distances.

- **Short**

  You can't perform any actions, or choose commands. This status lasts three turns, and heals automatically after combat is over.

Battle Tips

Character Status Ailments

- **Injury**

When your pilot takes damage directly, you take "P Damage," and receive the "Injury" status, which reduces your characters' abilities by 30%. This status does not heal after combat is over, so you must use an item or technique to heal it.

- **Great Injury**

When your pilot takes "P Damage" a second time after he has "Injury" status, it becomes "Great Injury" status, which reduces the pilot's abilities by 50%. This status does not heal after combat is over, so you must use an item or technique to heal it.

- **Chaos**

Your character ignores commands and simply takes actions as he wants to. This status lasts three turns, and heals automatically after combat is over.

- **Fear**

The character cannot use techniques. This status lasts five turns, and heals automatically after combat is over.

- **Faint**

The character has fainted from shock, and cannot take any actions for the rest of the turn. This will automatically restore itself by the next turn.

G System & MS

The Mobile Suits that appear in this world have been mass-produced using the G (Glory) System. There are five G Systems in the world known to be large enough to create Mobile Suits. In order to create a MS, you need 50 ECAPS (L) with information on that MS. You can also use the "Transfer Terminals" next to the large G Systems to transfer parts.

The five G Systems are: Gundam, Zaku II, Gouf, Gelgoog (Red), Master Gundam and Gelgoog (Green).

Characters

Tristan

The hero of the story. He always looks to the future and has a bright, but single-minded personality that sometimes causes him to take action without thinking, which can get him into all kinds of trouble. His strong sense of justice means that he won't just leave people behind when they're in trouble.

Aeon

The heroine of the story. She was discovered amongst the ruins of the great Moon Ark and has lost her memory. She looks about 14, but her true age is unknown. She seems sad for some reason, and her existence is shrouded in mystery.

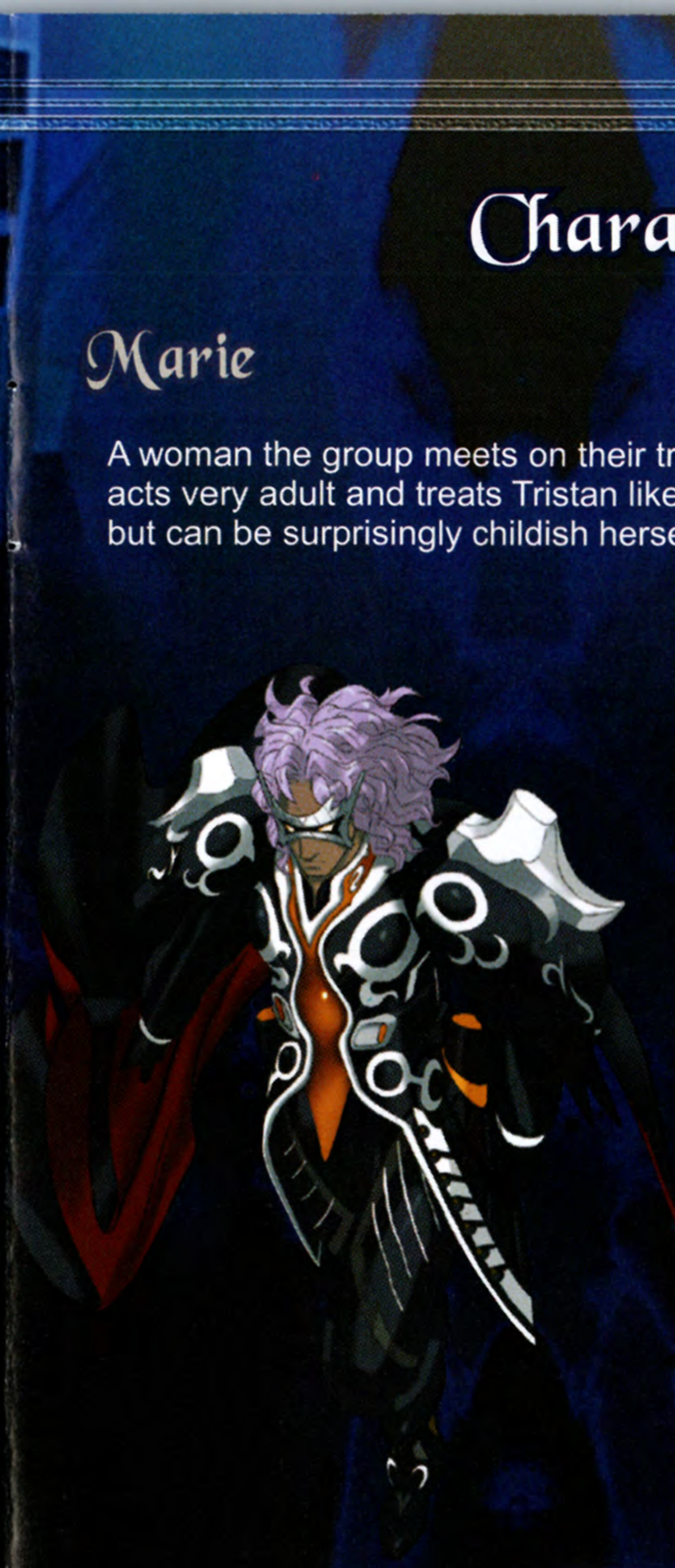
Fritz

Tristan's life-long friend from the orphanage where the two grew up, whom he treats like a younger brother. He knows a lot about machinery and traveling, so he travels with Tristan as his trusted companion and support.

Characters

Marie

A woman the group meets on their travels. She acts very adult and treats Tristan like a child, but can be surprisingly childish herself.



Captain Hal Vizardt

A masked man who appears before Tristan and his friends. As a captain in the powerful Eisengrad army, he helps Tristan's party out.

Gavenger

His rough outward appearance wouldn't suggest it, but he's actually a brilliant scholar. He travels with Tristan's group, hoping to learn something.

Notes

LIVE HELP NOW AVAILABLE ONLINE!

Ever get stuck and just need that extra edge to beat the level? Having problems getting your game to work properly? Now you can get one-on-one help from NAMCO BANDAI Games America Inc. using your web browser!

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